STAR WARS®
JEDI KNIGHT® II:
JEDI OUTCAST™

OFFICIAL *STAR WARS* WEB SITE
starwars.com

LUCASARTS WEB SITE
jedioutcast.com

Vicarious
Visions™

9547502

XBOX™

LucasArts Entertainment Company Presents

STAR WARS®
JEDI OUTCAST™

JEDI KNIGHT® II

TEEN
T
CONTENT RATED BY
ESRB

RAVEN
SOFTWARE

LucasArts

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:
- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Other Important Health and Safety Information

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE OF CONTENTS

INTRODUCTION

Nine years after avenging his father's death, Kyle Katarn is a lone-wolf mercenary looking to redeem himself. Having just barely escaped the temptation of the dark side in *Star Wars® Jedi Knight®: Dark Forces® II*, Kyle realized he could no longer trust himself to wield the Force. Confused and disappointed, he relinquished his role as a Jedi Knight by turning in his lightsaber and vowing to never again use the Force. Kyle now spends his time working on reconnaissance missions for the New Republic. His connection to the Force may have weakened, but his quick thinking and fast reflexes remain powerful assets to the New Republic.

GETTING STARTED

Using the Xbox™ Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Star Wars® Jedi Knight® II: Jedi Outcast™* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Star Wars Jedi Knight II: Jedi Outcast.*

Disc tray

XBOX   **Microsoft**

Controller port 1   **Eject button**
Controller port 2   **Power button**   **Controller port 4**
                                                         Controller port 3
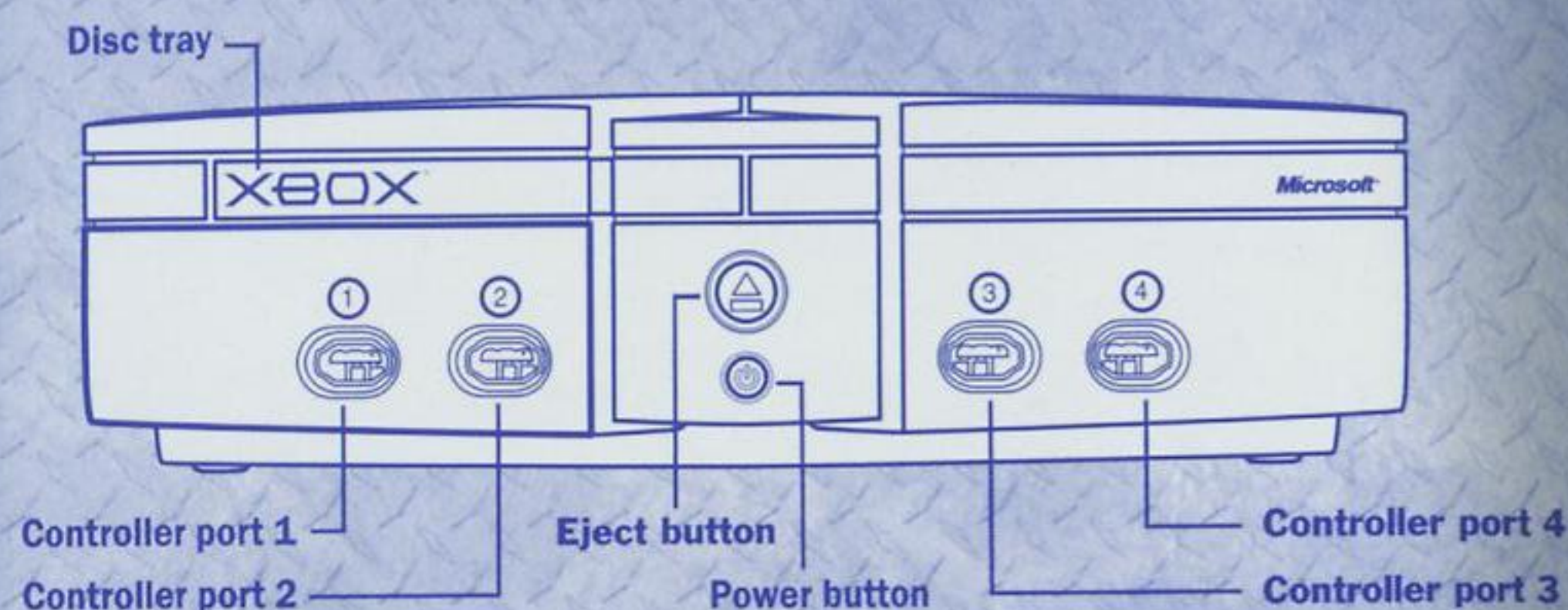
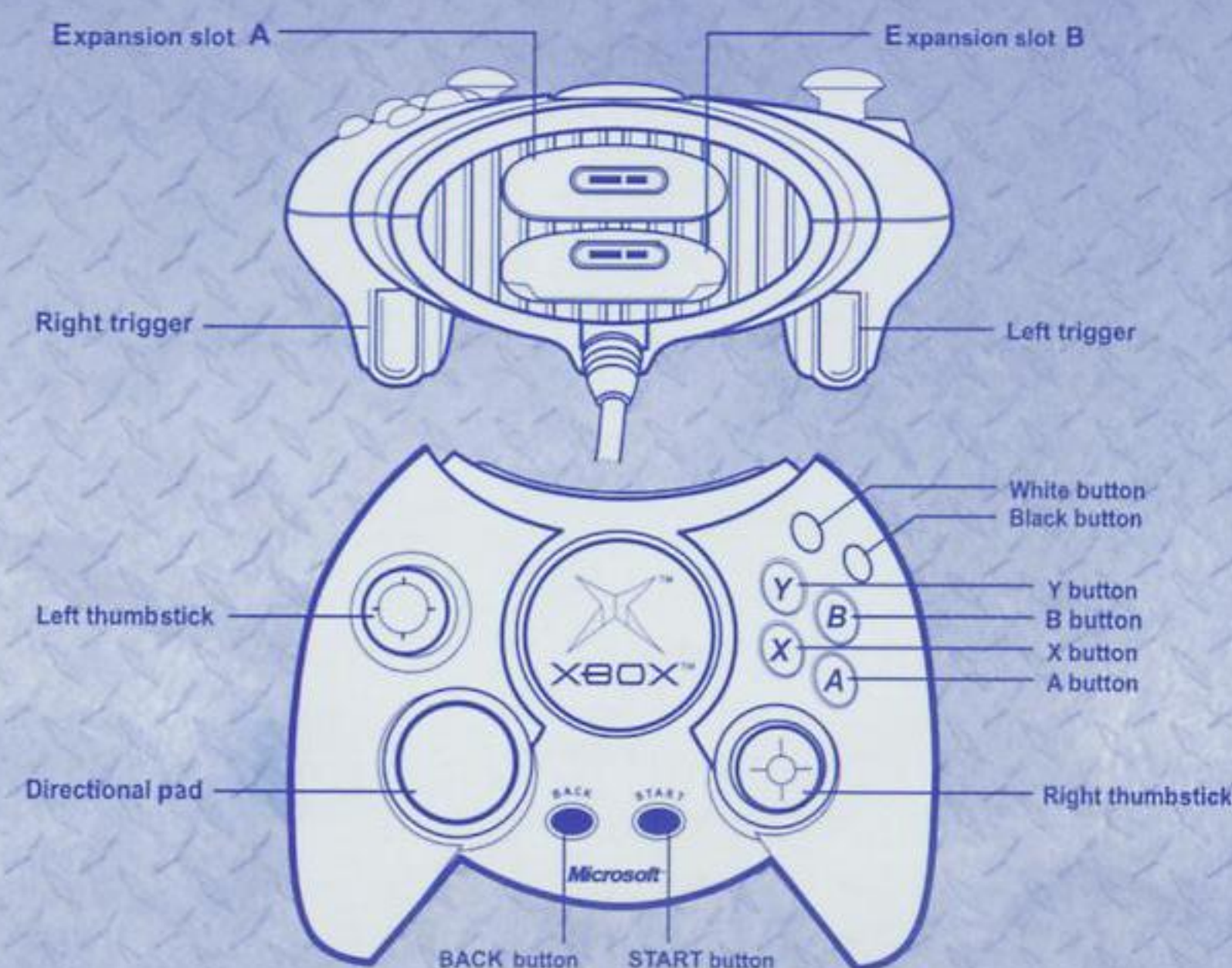### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:
- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

DEFAULT CONTROLS

Using the Xbox Controller

1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Use the hard disk if you wish to save your progress.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Star Wars Jedi Knight II: Jedi Outcast*.

Expansion slot A   **Expansion slot B**

Right trigger   **Left trigger**

Left thumbstick   **White button**
                                         Black button
                                         Y button
                                         B button
                                         X button
                                         A button

Directional pad   **Right thumbstick**

BACK button   START button

Right Trigger: Primary Fire

Left Trigger: Alternate Fire

Left Thumbstick: Control movement of main character.
Note: Push down on thumbstick to use Force powers.

Right Thumbstick: Control the player's view.
Note: Push down on thumbstick to crouch.

Directional Pad:

↑ Toggle next Force power.

→ ← Toggle between weapons. Left selects the previous weapon and right selects the next weapon.

↓ Toggle next inventory item.

Y Button: Activate selected inventory item.

B Button: Draw lighsaber. Once drawn, pressing the button again toggles between different styles of lightsaber combat acquired as you progress through the game. See page 17 for more details.

A Button: Jump. Hold button down to jump higher.

X Button: Use. Press to interact with items in the world. A Hand icon will appear when near something that can be used by pressing the X button.

BACK Button: Brings up the Mission Info/Datapad.

START Button: Pause Menu.

White and Black Buttons: Assign specific Force powers, inventory items, or weapons to these two buttons. See page 5 for details.

MAIN MENU

After starting *Star Wars* **Jedi Knight II: Jedi Outcast**, you will be presented with the Main menu. There, you can select one out of five options by pressing the A button.

Main Menu

NEW GAME

Starts a new quest. When selecting the New Game option, you will be presented with three difficulty settings from which you can choose.

> **Padawan:** Easy game setting.
> **Jedi:** Normal game setting.
> **Jedi Knight:** Difficult game setting.

NOTE: A fourth extremely difficult game setting, Jedi Master, is unlocked only after you have finished the game on Jedi Knight difficulty. Also, the bonus level, Mission at Alzoc III, will become available to you in the Level Select screen after completing the single-player game.

LOAD GAME

Loads a previously saved game. Scroll through the files, select the appropriate file and press the A button to load.

JEDI ARENA

Initiates combat and games with other players in a selected Jedi arena. There are several different options. See page 32 for more information on Jedi Arena games.

OPTIONS

Controller Setup

Allows you to configure your controller settings to best suit your playing style.

EXCLUSIVE FEATURE

> **Configure White and Black Buttons:** From the Controller Setup menu, press the X button to assign specific Force powers, inventory items or weapons to the White and Black buttons before beginning play. To change the buttons in-game, select the Force power, inventory item or weapon using the directional pad. **While the selection bar at the bottom of the screen is still highlighted, hold either the White or Black button down for three seconds. You will hear a beep to confirm that the button has been assigned to your selection.**

Advanced Controls

Provides additional options for configuring controls to optimal conditions for the player.

> **Invert Thumbstick:** Toggle this option to flip the Y-axis for the right thumbstick.
> **Control Vibrations:** Turn vibration function on or off.
> **Auto-Level:** Camera will automatically adjust as player moves throughout the world.
> **Auto-Aim:** Assists player in targeting an enemy.
> **H Sensitivity:** Adjust the horizontal sensitivity of the right thumbstick by pressing ← to lower and → to raise the sensitivity. *NOTE: Lower settings result in slower movement.*
> **V Sensitivity:** Adjust the vertical sensitivity of the left thumbstick by pressing ← to lower and → to raise the sensitivity. *NOTE: Lower settings result in slower movement.*

Sound Options

> **Sound Effects Volume:** Adjusts the volume of weapon, explosion and other ambient in-game sound effects as well as movie volume.
> **Music Volume:** Adjusts the volume of the music that plays during the game.
> **Voice Volume:** Adjusts the volume of character voices.

EXTRAS

Special bonus features are unlocked throughout the course of the game. Press the A button to accept any of the selections. Once you enter a specific menu, press the B button to return to the Extras menu.

> **Level Select:** Replay any level that has been previously completed.

Character Viewer: Look at any character you have met in the game. Use the directional pad to zoom and rotate. Press the X button to view a character's bio.

Movie Viewer: Watch any movie that has been unlocked during the course of the game. Use the ↑ and ↓ on the directional pad to select a movie and press the A button to view it.

Gallery: Once unlocked, view concept art used in creating the characters, items and levels in the game.

View Credits: See a list of all the people involved in creating the game.

Cheats: If you have a special code for the game, use this option to enter it. Press ← or → on the directional pad to scroll through the letters and press the A button to select a letter. When finished, select DONE and press the A button to accept.

NOTE: When exiting any Options menu, a small menu will pop up asking to save your configurations so you do not have to set them again.

PLAYING THE GAME

The game opens with a series of cinematics. Once you land on Kejim, you are given control of Kyle and the gameplay begins. If you are ever unclear on the mission objectives, call up the Datapad (see page 8) to review your assigned tasks. Once completed, the circle next to the objective will be filled in on your Datapad.

WARNING!
FIRST PUZZLE SECRETS REVEALED HERE!
SKIP TO PAGE 8 IF YOU WANT TO BE SURPRISED.

WALKTHROUGH OF FIRST PUZZLE

"Shhh. I think I saw someone."

Jan's observation confirmed both our concerns: this recon mission is going to be more dangerous than originally anticipated. I can't say I'm too disappointed, though. After hearing parts of that barely decoded transmission, I'm itching to know what the Imperial Remnants meant

when they talked about "Reborn" and The Valley of the Jedi.

And to scratch that itch, I need to get inside this Remnant base.

The stormtroopers Jan saw aren't a problem. Jan and I have been dealing with their kind for years. They're all the same, they never learn.

We move around the Imperial transport and meet up with more stormtroopers guarding the entrance to the "abandoned" outpost. After dispatching them, I realize the controls for the door have been destroyed. The door is locked.

Jan fires a few useless shots at the locked door. "Blasters aren't going to do much good against that."

"I'll see if I can find a way to get the door open," I tell her. "Stay here, Jan."

I don't have to look for long. More stormtroopers charge out of a side door. There's a mountable turbo laser over by some boxes. I try to use it (X button) against the attacking stormtroopers, but the gun isn't powered on. I have to deal with the stormtroopers the old-fashioned way.

After entering through the side door (those last stormtroopers didn't think to lock the door behind them), I find an elevator that takes me up to the second level when I use the control panel on the wall. To my right, there's a red-lit observation room. A small platform by the wall raises up when I use the panel, bringing me up to the room's control deck. Across the small room, by the window, there's a panel that looks important.

There's no other option available. I look down at the control panel and use it.

"Perimeter defenses: On-line," is the computer's emotionless reply.

"Did that do it?"

"No, but you managed to get their attention," Jan answers. Alerted by the alarm, more stormtroopers file out of the base. It doesn't take long. These stormtroopers must not have seen much action in a while. They're rusty.

By activating the perimeter defenses, I powered up the mountable turbo laser overlooking the canyon. If I use it and fire at the door, the blasters might pack enough power to punch a hole through the door.

"Well, that's one way to do it," Jan says sarcastically. She runs through the new opening.

The way I see it, Jan wasn't exactly volunteering any better ideas. I follow Jan through the door and we take the elevator down.

THE DATAPAD

The Datapad interface is your personal digital assistant. It allows you to review mission objectives as well as review your current arsenal of Force powers, weapons and inventory items. You can call up the Datapad by pressing the BACK button. Note that the game automatically pauses when you bring up the Datapad. When there is new information on your Datapad, you'll hear a beeping sound and a red light will illuminate on your right Status Display.

Datapad

Once the Datapad is open, the mission objectives are displayed in the text window. If you wish to select a different Datapad option, use ⬆ and ⬇ on the directional pad to scroll through the selections. The available options are:

Weapons: See a description of your currently available weapons.

Inventory: Your current inventory items are displayed here.

Force: Current Force powers are displayed here, including information on your rank with each Force power. See the Force Powers section on page 22 for more information.

Mission: If you have selected a different option, select the Mission option to return to the mission objective information.

Once you've selected a Weapons, Inventory or Force option, use ⬅ and ➡ on the directional pad to move between specific items. Once you are finished using the Datapad, press the B button to return to the game.

STATUS DISPLAY

There are two round Status Displays at the bottom of the screen that show vital information that you need to monitor.

Left Status Display

This display shows your shield and health status. The number appearing in red is your health. Full health equals 100 units. The number in green is your shield strength. Shields absorb all energy-based attack damage but do not function against damage caused by Kyle falling or being crushed.

Right Status Display

This display shows your current weapon ammunition with the orange number and orange status bars. When the Datapad has been updated, a red light will blink.

Once Kyle has reconnected with the Force, the blue status bars on the bottom show your current Force power strength. These bars fade out as you use Force powers. When Kyle's power is depleted, you will not be able to use Force powers for a short period of time. The bars will slowly recharge and reappear when you stop using Force powers. See the Force Powers section on page 22 for more information.

Lightsaber Combat Style Indicator

When you use the lightsaber, the Right Status Display will show which Lightsaber Combat Style you are using in place of the Ammo Indicator. Colors are yellow (medium), blue (fast) and red (strong).

## INTELLIGENT TARGETING RETICLE

Jedi Outcast includes a targeting reticle that quickly indicates how you can interact with objects in the environment. The reticle changes color as you move it over each object. The color scheme is as follows:

Red: Indicates active enemy.

Green: Shows friendly entity.

Blue: Force powers can affect this object.

NOTE: Force power clues are only given on Padawan and Jedi difficulty settings.
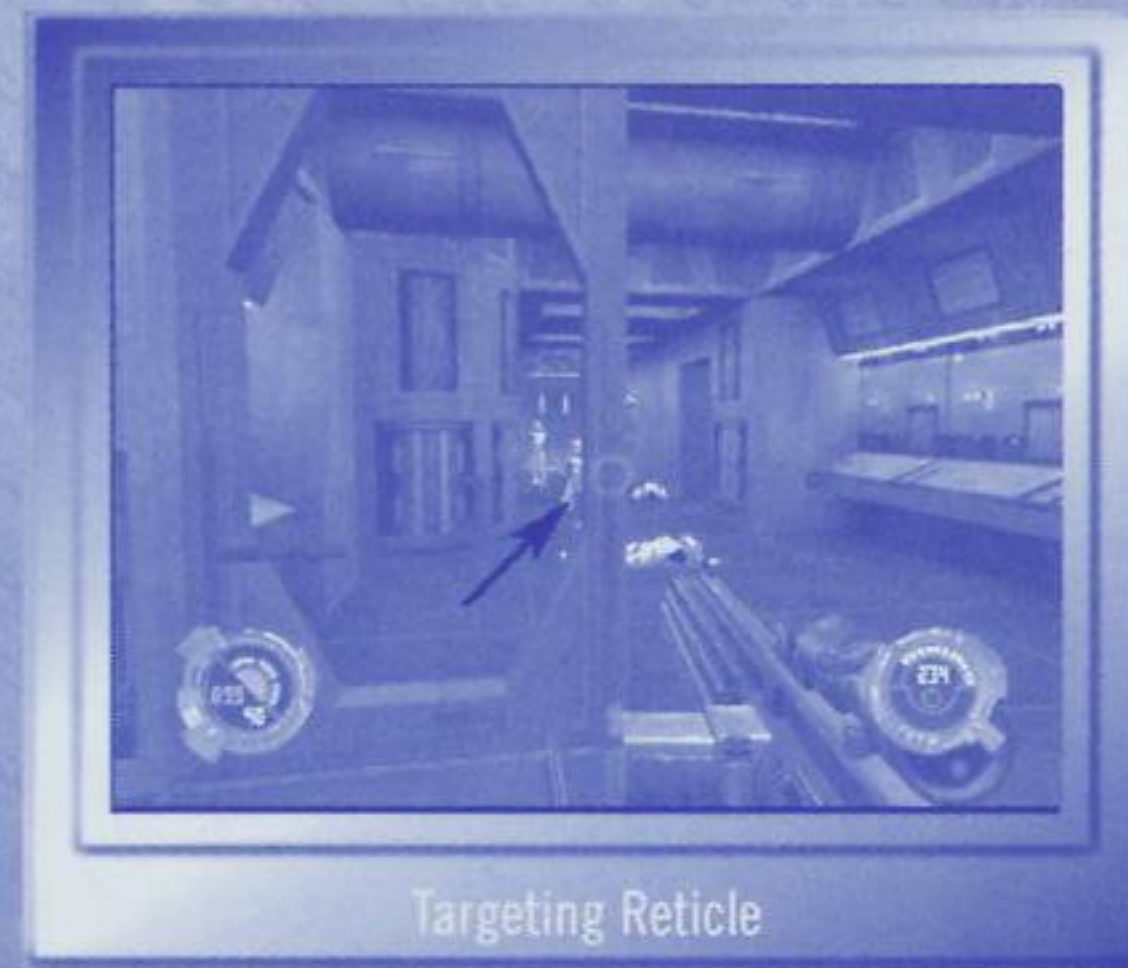
Targeting Reticle

USING THE LIGHTSABER

After the battles of *Star Wars*® **Jedi Knight** and *Star Wars*® **Jedi Knight: Mysteries of the Sith™**, Kyle turned over his lightsaber and vowed to never use it again. However, the events of **Jedi Outcast** will require Kyle to eventually use a new lightsaber and reconnect with the Force.

Once acquired, selecting the lightsaber will automatically change the game to the third-person perspective.

In the hands of a novice, the lightsaber is a clumsy tool, as much a danger to the user as to enemies. In the hands of a Jedi, the lightsaber is an artist's brush: elegant and powerful. To learn more about how to effectively wield the lightsaber, see the Lightsaber section starting on page 16.

Your lightsaber can also be used as a tool to help you progress through levels. If a door or area in the game appears to be sealed shut, consider how your lightsaber might be put to use.
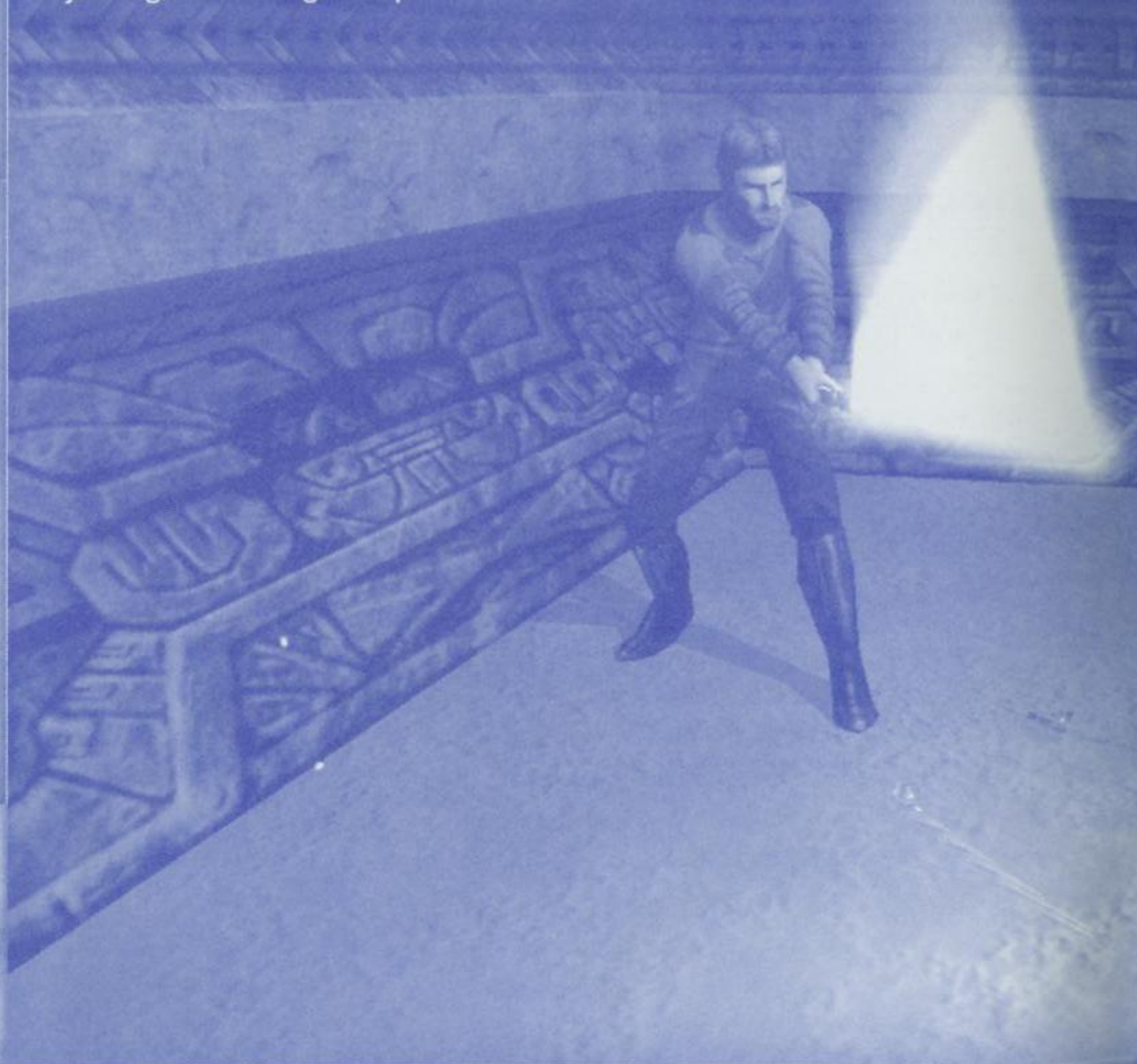
SINGLE-PLAYER IN-GAME MENU

During gameplay you can press the START button to bring up the Single-Player In-Game menu. From this menu you can save your game, load your game and also adjust certain game options. If you wish to exit your game, select Exit Game. To return to the game, press the Resume Game option. This menu functions the same way as the game's Main Menu.

INTERACTING WITH THE ENVIRONMENT

During the game you will want to listen to non-player characters and interact with important objects in the environment. Whenever you need to interact with a part of the environment, a green hand will appear on the screen. Approach an object and press the Use button (X button) to initiate an interaction. You will be able to interact with objects such as doors, buttons, consoles, key pads and elevators. The Use button (X button) also skips cutscenes.

Object Is Available to Use

WEAPONS

Jedi Outcast includes a wide array of weapons the player will acquire during gameplay. You start the game with two weapons and gain more as you progress. Scroll through available weapons by pressing ← and → on the directional pad. Weapons can be picked up off the ground by running or walking over them. If you can't get close enough to an object, press the Use button (X button) to grab it. Ammo packs for weapons are picked up in a similar fashion.

NOTE: Except for the stun baton, all weapons have different primary and alternate attack modes.

STUN BATON

Used to subdue unruly prisoners, the stun baton is wielded in melee combat when permanently disabling your opponent is not the required outcome. Once Kyle acquires a lightsaber, it replaces the stun baton in his arsenal.

BRYAR BLASTER PISTOL

Kyle's weapon of choice. Slow to fire but incredibly accurate against foes.
Primary Attack: A slow single shot
Alternate Attack: Hold down the Alternate Attack button to charge the blaster. Release the button to unleash a more powerful shot. Note that this uses up more ammunition.
Ammo Type: Blaster Pack

E-11 BLASTER RIFLE

The primary weapon for Imperial forces, this is a sturdy rifle that packs a powerful punch, although it is not the most accurate of weapons.
Primary Attack: Slow, highly damaging shot
Alternate Attack: Rapid-fire burst shots
Ammo Type: Blaster Pack

TENLOSS DISRUPTOR RIFLE

Affecting matter at the molecular level, this rifle rips apart living material with ease and speed. It is outlawed across the galaxy and used only by outlaws and gangsters.
Primary Attack: Single, fast-moving shot with a slow rate of fire
Alternate Attack: Press the Alternate Attack button to activate the scope. The longer you hold down the button, the further the scope zooms in. Hold down the Primary Attack button to prepare a shot. The Charge Indicator on the bottom of the scope lets you know when the weapon is powered to its disintegration level, which is usually lethal to a target. Release the Primary Attack button to unleash the shot. Press the Alternate Attack button again to turn off the scope.
Ammo Type: Power Cell

WOOKIEE BOWCASTER

It might look archaic, but this weapon fires powerful bolts of metal enveloped in energy pockets. A self-cocking attachment allows creatures weaker than Wookiees to fire them.
Primary Attack: One press fires a single accurate shot. Hold down to power up the weapon to unleash up to five bolts at once.
Alternate Attack: Unleash a reflective shot that bounces off surfaces.
Ammo Type: Power Cell

IMPERIAL HEAVY REPEATER WITH CONCUSSION LAUNCHER

A deadly and destructive projectile weapon that fires a rapid stream of metal bullets, this gun is capable of covering an entire area with deadly suppressive fire. It also features a unique Alternate Attack mode.
Primary Attack: Hold down trigger to fire a rapid succession of bolts.
Alternate Attack: This weapon launches an energy-based explosive from an under-mounted barrel.
Ammo Type: Metallic Bolts

DESTRUCTIVE ELECTROMAGNETIC PULSE 2 (DEMP 2) GUN

This gun fires high-powered ion bursts that wipe out electrical systems. It is very effective against droids and electrical devices, although the latest version can also cause damage to living tissue.
Primary Attack: A single shot that stuns humans and damages droids.

Alternate Attack: This charged energy attack creates an expanding shell of electromagnetic energy on impact that damages humanoids, droids and turrets.

Ammo Type: Power Cell

GOLAN ARMS FC-1 FLECHETTE WEAPON
Firing shards of metal in a shotgunlike spread, this weapon is the favorite of the Corporate Sector Authority's police squads. It is capable of hitting multiple targets in close proximity. Make sure that the shards don't bounce off surfaces and hit you.

Primary Attack: Fire a spread of shots.

Alternate Attack: Launch a mine that bounces off surfaces. It will explode after a certain duration of time.

Ammo Type: Metallic Bolts

MERR-SONN PLX-2M PORTABLE MISSILE SYSTEM
A dangerous weapon, this missile launcher fires Arakyd 3T3 The player can take damage from this weapon.

Primary Attack: Fires single missiles that streak straight ahead and detonate.

Alternate Attack: Target-seeking missile. Press and hold down this button when an enemy is in your targeting reticle. After a short period, the missile system will lock onto the target, indicated by a full red circle. Release to fire the missile.

Ammo Type: Rockets

THERMAL DETONATOR
Famous throughout the galaxy, a thermal detonator releases a barrage of energy and heat that destroys everything around it. Hold down the Attack button in either mode to throw the detonator further.

Primary Attack: Throws the time-delayed grenade over a short distance. It bounces and then explodes after four seconds.

Alternate Attack: This throws the grenade, which explodes on impact.

TRIP MINES
Best placed on walls, these trip mines come in triangular shaped explosive casings. A laser beam is emitted from the casing and extends to the nearest surface. If the beam is broken or the explosive casing fired upon, the mine detonates and damages anything in close proximity.

Primary Attack: Place the mine and activate the laser beam.

Alternate Attack: Fires a proximity device that auto-detonates when an enemy gets close to it.

DETONATION PACKS
A small explosive pack with a remote activator. You can place multiple det packs and then explode them from a distance. They are typically used to ambush enemies or blow open doors that are otherwise sealed.

Primary Attack: Look at surface where you want to place the det pack. If it can't be attached there, the det pack drops to the ground.

Alternate Attack: Detonate all dropped packs with remote trigger.

LIGHTSABER
Selecting the lightsaber switches to third-person perspective.

Primary Attack : Different slashing and swinging attacks depend on player movement. See page 16 for information on the basic attacks. The lightsaber attack is also influenced by your current Lightsaber Combat Style. See page 17 for more information.

Alternate Attack: If Force energy is available, the player can perform a lightsaber throw. The lightsaber will eventually return to the player's hand. Remember that this maneuver will drain Force power. See Lightsaber Throw under the Force Powers section on page 25 for more information.

NON-PORTABLE WEAPONS
During the game you may be able to use some weapons that are part of the game environment. In order to attempt to use these weapons, approach them and press the Use button (X button). You will want to make sure the weapons are powered on before using them.

BASIC LIGHTSABER ATTACKS

The lightsaber has four basic primary attacks. Each attack can be performed in two ways, depending on how you press the left thumb-stick while holding down the Primary Attack button.

FORWARD TOP-DOWN HACK

Commands: Forward + Primary Attack
   OR Backward + Primary Attack

A fast, deadly attack. If it hits, it can inflict a lot of damage. This attack is best for hitting targets above or below you.

HORIZONTAL SWIPE ATTACK

Commands: Strafe Left + Primary Attack
   OR Strafe Right + Primary Attack

A slower attack, this move gives you the best chance of hitting an upright enemy, even if the enemy is moving horizontally. In this move, you will swing from the right while sidestepping to the left or vice versa. This is useful for hitting an enemy in passing, but not for enemies that are jumping or ducking.

DIAGONAL SLASH DOWN

Commands: Forward + Strafe Left + Primary Attack
   OR Forward + Strafe Right + Primary Attack

This attack is best for enemies that are somewhat close to Kyle who are not moving. It does not have as much range as the horizontal swipes, but it is faster and has a good chance of hitting enemies in close quarters.

DIAGONAL SLASH UP

Commands: Backward + Strafe Left + Primary Attack
   OR Backward + Strafe Right + Primary Attack

This attack is excellent when surprising an enemy, especially one charging at you. Execute this while running backwards and being chased. It is also good against enemies who are crouching or jumping.

NOTE: The strength, speed and range of these attacks vary depending on which Lightsaber Combat Style you are currently using. See the next page for details.

LIGHTSABER COMBAT STYLES

As you progress through the game, you will gain three Lightsaber Combat Styles. You begin with the medium style, and then learn the fast style and finally, the strong style. When multiple styles are available, cycle through them with the B button once the lightsaber is drawn. Your current style will be indicated by a blue (fast), yellow (medium) or red (strong) icon on your HUD.

Medium Lightsaber Combat Style

This is the classic lightsaber combat style. The attacks are of a medium speed and range and do a decent amount of damage. Some of the moves incorporate spins. A Jedi can chain about three to five attacks in a row. This style is the best for fighting multiple enemies.

Fast Lightsaber Combat Style

This style is very fast and efficient, though somewhat limited in range. The short, quick motions allow for many repeated attacks and quick follow-ups, but the damage inflicted is low due to the glancing nature of the strikes. These attacks incorporate fancy moves such as spins and can be chained indefinitely. This style is best used when fighting a lot of enemies who are not using lightsabers.
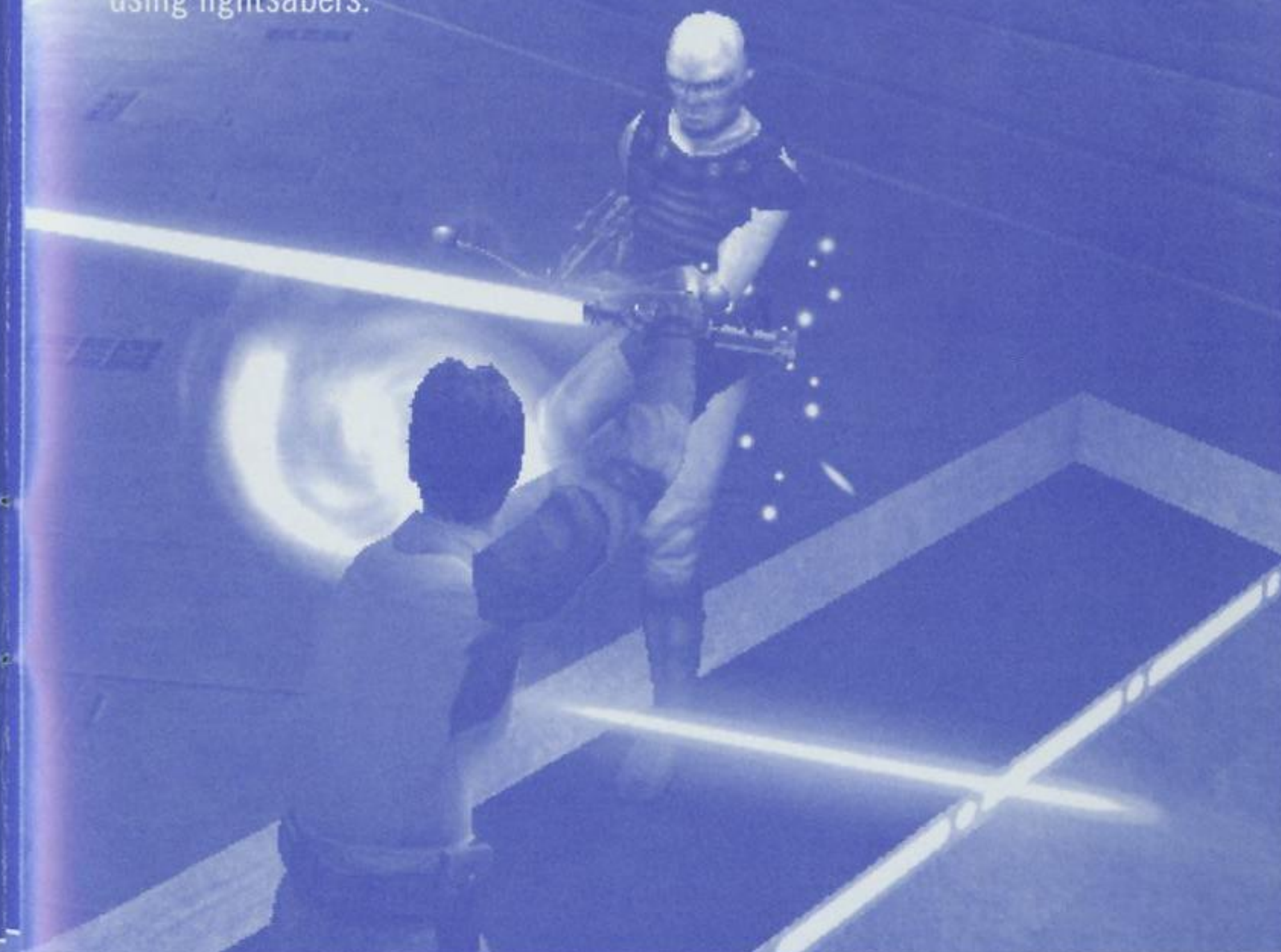
Strong Lightsaber Combat Style

This style uses powerful swings to break through defenses. The attacks have great range and a large windup and follow-through (leaving you open to counter-attacks). If they hit, the enemy is rarely able to block the attack and may be knocked down. If an enemy has a lightsaber, it may be knocked aside. It is wise to use these attacks when fighting a lone lightsaber-wielding enemy.

LIGHTSABER BLOCKS, DEFLECTIONS AND PARRIES

Lightsaber attacks may not always be successful. Depending on the strength of the attack and the skill of the defender, attacks may be blocked, deflected or even parried. You may only defend against an attack when your lightsaber is either in the ready pose or already in a defensive pose.

If an enemy blocks or deflects your attack, you will be able to transition to another attack quickly. Beware that if your attack is weak and the enemy's defensive skill is high, a parry is possible. In this case, the defender can knock your lightsaber away.

LIGHTSABER LOCKING

When two lightsabers lock, the combatants are stuck pushing against one another. You must push against the other combatant (repeatedly tap your Primary Attack button) in order to win the lock. The higher the combatant's offensive lightsaber skill, the harder he can push. If you lose the lightsaber lock and are knocked down, hold the Jump button to get up quickly.

NOTE: If you have learned Level 3 of Force Push, you can attempt to break a lightsaber lock this way. However, there is no guarantee of success and you may leave yourself open for attack. See the Force Powers Descriptions section on page 23 for more information on Force Push.

SPECIAL LIGHTSABER ATTACKS

Under certain conditions the player can execute special lightsaber attacks. Many of these attacks only work with specific Lightsaber Combat Styles. (See the Lightsaber Combat Styles section on page 17 for more information.)

STAB BACKWARDS

Command: Backward + Attack
Conditions: Player standing or crouching, and enemy located right behind the player
Lightsaber Combat Style: All

When an enemy is directly behind you, you can execute this attack. It is a difficult move to time, but it is a fairly fast and devastating stab that can't be blocked. This attack can only be used when standing or crouching. With the fast lightsaber style, it's a quick back stab. In medium and strong saber styles, you spin 180 degrees and slash.

FORWARD LUNGE

Command: Forward + Attack from crouching
Conditions: Must be crouching and in ready position
Lightsaber Combat Style: Fast Only

A relatively weak attack with little chance of hitting, this attack may, nonetheless, take your opponent by surprise. You will suddenly lunge forward with an upward, jabbing motion.

FLIP FORWARD AND ATTACK DOWNWARD

Command: Forward + Attack + Jump
Conditions: Enemy must be directly in front of you
Lightsaber Combat Style: Medium Only

A good evasive maneuver combined with a devastating attack from above. Execute this move when your enemy is directly in front of you and you are using the medium Lightsaber Combat Style. You will flip up over your enemy's head and attack downward as you pass over him. It's a good move to use if you're surrounded by enemies and want to get out of the middle.

FORWARD JUMP, DOWNWARD HACK

Command: Forward + Attack + Jump from standing position
Conditions: Must be standing and in ready position
Lightsaber Combat Style: Strong Only

A very strong, unblockable attack; almost always a finishing move but it has only a small chance of hitting and is very slow. Press the Attack button before you jump forward.

ITEMS

INVENTORY ITEMS

Jedi Outcast includes a number of items that can be picked up and used during the game. Scroll through inventory items by pressing ⬇ on the directional pad.

NEURO-SAAV MODEL TD2.3 ELECTROBINOCULARS

Electrobinoculars are always available to Kyle throughout the game. They can operate in low-light conditions and magnify distant objects. They are powered by normal battery cells and drain power at a minimal rate. Use the Fire and Alternate Attack buttons to zoom in and out. Note that you cannot fire weapons as long as the binoculars are in use. The electrobinoculars power down once they run out of battery power.

BIOTECH BACTA CANISTER

Portable and disposable packs of bacta ointments are designed for use in the field. When used, each bacta canister restores a portion of the Kyle's health lost due to wounds. Select this item in your inventory and then use it to instantly boost your health.

ARAKYD MARK VII INQUISITOR

Similar to the training drones used by Jedi to practice lightsaber skills, this seeker hovers over Kyle until an enemy is within range, then it will move in close to the enemy. The seeker operates for a limited amount of time and then self-destructs.

LIGHT AMPLIFICATION GOGGLES

When used, they enhance the overall brightness of the environment but cast everything in an orange hue. The goggles require batteries to function and will drain power at about the same rate as the electrobinoculars. The player can still fire weapons when the goggles are activated. The goggles power down when the battery power is depleted.

ASSAULT SENTRY

Roughly the size of a large backpack, this weapon unfurls to become a sentry set to auto-target any enemy threat. Once deployed, the sentry cannot be restored to its original portable condition.

OTHER ITEMS

AMMO POWER CONVERTER

Located throughout levels, the ammo power converter feeds power directly into energy-based weapons. To use it, approach it and then press and hold the Use button. Power converters have a fixed amount of energy and can easily be depleted. When all the power has been converted, the station will burn out.

SHIELD POWER CONVERTER

The shield power converter feeds power directly to Kyle's shield belt. To use the shield power converter, approach it and then press and hold the Use button. It has a fixed amount of energy and can easily be depleted. When all the power has been converted, the station will darken and is rendered useless.

PERSONAL SHIELD GENERATORS

This belt-mounted device projects a protective field around the wearer. As the shield takes damage, its protective rating is reduced. Once depleted, it deactivates until it is recharged by a power converter or shield pickup (exists in large or small versions). This shield does not protect against falling or crushing damage.

STATIONARY SHIELD

This stationary energy field can be dropped at any location, at which time it deploys a large, flat shield that can block enemy fire and movement. The deflector shield will disappear after expending its power supply or after enduring a certain amount of damage.

BATTERY PACK

Pick up battery packs throughout levels to power the electrobinoculars and light amplification goggles.

FORCE POWERS

To start, Kyle is unable to connect to the Force, but he soon reacquaints himself with it. Once this happens, Kyle can access only a few Force powers. As you progress through the game, Kyle gains additional powers and can strengthen existing ones.

NOTE: *Using Force powers are often required to solve puzzles.*

FORCE POWER RANKS

Each Force power has three rankings, starting with Level 1 and increasing up to Level 3. As Force power levels increase, their effects may become more pronounced or the power to perform them may decrease. Check the Datapad when starting a new level to see if you have obtained new Force powers or if a Force power level has increased.

NOTE: Some enemies in the game have their own Force powers. Destroying them may give you an unexpected boost in your Force Meter.

USING THE FORCE

Press down on the left thumbstick to activate the Force power you've selected. Each time you use a Force power, it depletes energy from your Force Meter on the right-hand Status Display. The Force Meter recharges when the Force is not in use. To quickly access your favorite Force powers, assign them to the White or Black buttons (see page 5 for details).

FORCE POWER DESCRIPTIONS

NOTE: *See the Jedi Arena-Only Force Powers section on page 39 for descriptions of Force powers available during Jedi Arena games.*

FORCE JUMP

Using this power allows you to make a tremendous vertical leap. Tap the Jump button to do a normal jump, but hold down the Jump button and you will use the Force to soar to new heights.

Level 1: You can jump twice as high as a regular jump.
Level 2: You can jump approximately four times as high as a regular jump.
Level 3: The highest possible vertical leap, eight times that of a regular jump.

FORCE PUSH

You can shove enemies and world objects away from yourself with this Force power. If enemies are pushed into solid surfaces or off ledges, they will take damage. Force Push can also be used to operate selected buttons, grates and sliders that may be out of your reach.

Level 1: Knocks down enemies.
Level 2: Pushes multiple targets back.
Level 3: Pushes several targets a great distance. You can also try to Force Push out of lightsaber locks at this level. (For information on saber locks, see Lightsaber Locking on page 19.)

FORCE PULL

This power lets you pull weapons and specific world objects toward you.

Level 1: Pull certain levers and objects in your targeting reticle. Also, you can pull one enemy.
Level 2: In addition to Level 1 features, you can now pull the weapon out of the hands of an enemy, providing that he is facing you.
Level 3: The strongest pull, now you can pull multiple enemies (and their weapons).

FORCE SPEED

When activated, this Force power slows down the world around you, you gain a speed advantage over enemies.

Level 1: World is slowed to 75 percent normal speed for five seconds.
Level 2: World is slowed to 50 percent normal speed for five seconds.
Level 3: World is slowed to 25 percent normal speed for five seconds.

NOTE: *In Jedi Arena games, the Force Speed effect only speeds up your actions. It does not slow down the other players in the game.*

FORCE HEAL

This power heals your health by converting the essence of the Force into a maximum of 25 health points.

Level 1: You must stop and meditate to heal. Healing stops when you move or fire.

Level 2: You can now move but not attack while healing. Healing stops if you are hit or launch an attack.

Level 3: Same as Level 2, only you heal faster.

FORCE GRIP

When used, this Force power allows you to choke a living being.

Level 1: Use the targeting reticle to select an enemy, then use this Force power to choke the enemy for a few seconds. The enemy is immobilized but not hurt. You may walk away while the enemy chokes.

Level 2: Once an enemy is targeted, this level's power will choke the enemy and also raise him off the ground. Hold down the Force button to keep the enemy in the air and inflict damage. Looking away causes the enemy to drop to the ground.

Level 3: The strongest grip, you can move and look around while carrying an enemy—the perfect way to move him over a ledge and drop him to an untimely demise.

JEDI MIND TRICK

To use this Force power, target the character you wish to influence and press the Force activate button once. Once affected, the character in question will be confused and ignore the player if he walks past. However, aggressive action or loud noises will alert the enemy, thereby spoiling the effect. Note that the Jedi Mind Trick will not work on all enemies. A confirmation sound will be heard and a visual effect will appear around the enemy if he is successfully tricked.

Level 1: Only one targeted enemy will be tricked for five seconds.

Level 2: Ten seconds of confusion. You cause a distraction that affects all enemies in the area.

Level 3: Create a distraction OR target an enemy to become your ally. Direct your reticle to where you want the distraction to occur or to target an enemy.

NOTE: In Jedi Arena Games, the Jedi Mind Trick makes players invisible.

FORCE LIGHTNING

This power hurls a devastating electrical attack against enemies. Once an enemy is targeted, press and hold the left thumbstick to begin the Force Lightning attack.

Level 1: A quick burst of lighting that emanates from your hand and shoots straight forward.

Level 2: Shoots a continuous beam of lightning (until Force power is drained).

Level 3: Lightning shoots out in an arc, allowing it to hit multiple targets at once.

LIGHTSABER THROW (Passive Force Power)
Use Alternate Attack Button When Lightsaber Is Selected

The secondary attack for the lightsaber, when activated this Force power lets you throw your lightsaber forward against enemies. It will eventually boomerang and return to you.

Level 1: Saber flies out straight over a short range.

Level 2: Saber flies out over a longer range and spins faster. Aim it by changing the direction you face.

Level 3: The saber spins faster than other levels and intelligently finds enemies to hit.

NOTE: It is possible for your lightsaber to be knocked out of your control while it's in flight. In this case it may drop to the ground. If this happens, press your Primary Attack button to bring it back. If you do not find your saber after an extended period of time, it will automatically return to you.

LIGHTSABER DEFENSE (Passive Force Power)

This power controls your speed and effectiveness when blocking incoming shots and lightsaber attacks.

LIGHTSABER OFFENSE (Passive Force Power)

This power provides more Lightsaber Combat Styles choices and allows you to push harder in lightsaber locks.
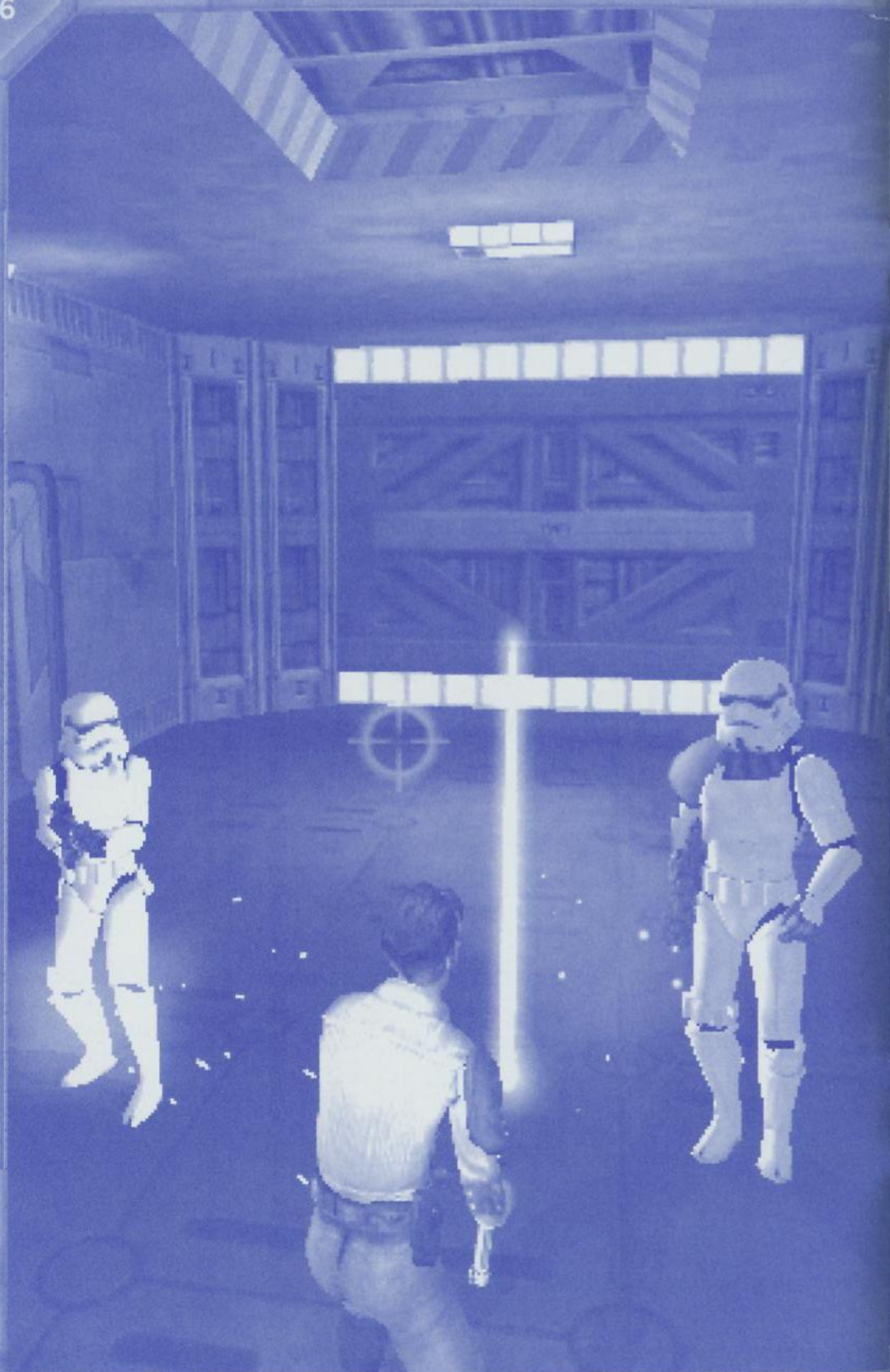
PROTAGONISTS

KYLE KATARN

Kyle Katarn is a man who has seen all sides of the Force. He has served in the Special Operations division of the Imperial Army, as a Rebel Alliance agent, and also as a Jedi Knight. Born on Sulon, the moon of Sullust, Kyle came from farmer stock. But while training at the Imperial Academy, he was dealt a crushing blow: An Imperial notification led him to believe his father was killed in a Rebel Ambush. Vowing revenge against the Alliance, Katarn joined the Imperial Army. However, he soon learned the true face of the Empire and his hatred grew for its underhanded ways. Katarn ended his Imperial service when he elected to help Jan Ors escape from their clutches.

Freed from his Imperial post, Katarn turned into a mercenary-for-hire. Along with Jan Ors, he vowed to help the Alliance fight against the Empire. His cause took on a greater importance when he learned of the true fate of his father, who was killed by a Dark Jedi named Jerec. This revelation led Kyle on a journey to the hidden Valley of the Jedi, where he learned of his powerful Jedi destiny. Kyle grappled with the rigid duality of the Force and nearly fell to its dark side.

Suspicious of the Force's true power, Kyle decided to give up the Force in order to protect himself and others from its dark side. He turned over his lightsaber to Luke Skywalker and returned to his old post as a spy and saboteur for the New Republic. Now, Kyle's ability to use the Force has weakened to the point of non-existence. Along with Jan, Kyle now travels in the *Raven's Claw*, a powerful and fast light carrier that replaces his old ship, the *Moldy Crow*.

JAN ORS

While working as a mole within the Imperial Intelligence Corps, the headstrong Jan Ors' cover was blown and she was imprisoned. The Alliance hired Kyle Katarn to save her. He risked his life and helped her escape from the clutches of the Empire. Now they are inseparable allies; Ors recommended Katarn to Mon Mothma for the **Dark Forces** missions. Their bond is known throughout the galaxy. In fact, it is said that Jan is the only person that Kyle cares for more than himself.

LUKE SKYWALKER

Raised on Tatooine by Owen and Beru Lars, Luke Skywalker is the son of Anakin Skywalker. A hero in his own right, Skywalker established the Jedi Academy on Yavin 4 after the fall of the Empire. He created the Academy to serve as a learning center to help future Jedi grapple with the power of the Force.

LANDO CALRISSIAN

A shrewd businessman and gambler, Lando Calrissian is a legend in many different cultural circles. He was a general in the Rebellion and befriended Luke Skywalker. Since the fall of the Empire, Lando has taken great care to be taken seriously as a respectable businessman.

ANTAGONISTS

ADMIRAL GALAK FYYAR

Once a trusted weapon scientist reporting directly to the Emperor, Chancellor Galek Fyyar was given his honorary title for his dedicated servitude to the Empire. Always mindful of not letting political turmoil interrupt his research, the collapse of the Empire did little to change his experiments. His first attempt at melding the Force and technology failed, but he is now hard at work on a new project to aid the Remnant's cause.

IMPERIAL OFFICERS

Clad in the formal uniform of the Empire they once proudly served, these dedicated and dangerous enemies still command legions of forces. They are usually armed with standard-issue blaster pistols and are known for their marksmanship.

STORMTROOPERS

These assault soldiers made up the bulk of the Emperor's armed forces. Armed with standard-issue blaster rifles, stormtroopers are fanatically loyal and fight in the face of overwhelming odds. Squad leaders, recognized by a colored shoulder patch, carry the Golan Arms FC-1 weapon.

SWAMP TROOPERS

These heavily armored troopers are a mottled gray color to blend into their swampy surroundings. Similar in construction to the scout trooper, these soldiers are armed with the Golan Arms FC-1 or repeater gun.

⟨ GAMEPLAY HINTS AND TIPS ⟩

Kyle's adventures in **Jedi Outcast** put him in a number of precarious situations. Here are some hints and tips to help you get through the game:

JEDI OUTCAST ALLOWS YOU TO SAVE YOUR GAME AT ANY TIME.
Be sure you are in a safe spot before saving.

ASSIGN HOT BUTTONS.
Assign Force powers to the White and Black buttons. (See page 5 for details.)

SHOOTING ALLIES AND OTHER "FRIENDLIES" IS A BAD IDEA.
Allies are critical to your mission. Check your fire!

EXPERIMENT WITH THE ALTERNATE ATTACKS.
Every weapon has an alternate attack accessible via the left trigger button. Being familiar with all the functions of your weapons can mean the difference between survival and a date with an interrogator droid.

REMEMBER: YOU WILL NEED TO USE FORCE POWERS TO PROGRESS THROUGH THE GAME.
Powers like Force Push can be used to manipulate sliders, buttons and objects in the environment. Use Jedi Mind Trick to influence enemies.

IF IT SEEMS LIKE YOU ARE STUCK WITH NO WHERE TO GO,
try pressing the Use button on consoles, doors, and what may be buttons or levers. Also, look for air ducts or other passageways that might lead out of the area.

PAY ATTENTION TO THE COLOR OF YOUR CROSS HAIR.
It will tip you off to how you can interact with the environment. (Allies turn the cross hairs green.) See the Intelligent Targeting Reticle section on page 9 for more information.

TRY TO USE AND DESTROY CARGO BOXES AND CRATES—
there may be important items inside.

ONCE YOU KILL AN OFFICER ENEMY, HE MAY DROP KEYS
needed to open doors or containers.

JUMPING CAN BE HAZARDOUS.
To "stick" a landing, hold the Use button as you land.

WHEN FIGHTING A SQUAD OF IMPERIALS, TRY TO TAKE OUT THE OFFICERS
and high-ranking stormtroopers first. This may cause remaining troops to panic or retreat.

USE THE JEDI MIND TRICK OFTEN TO SNEAK THROUGH AN AREA.
This allows you to momentarily avoid enemy detection while you run past, destroy something or take out a squad mate, actions that may have otherwise alerted enemies.

BE SURE TO LOOK UP AND DOWN.
Kyle does not live in a two-dimensional world, and neither do his enemies. If there is no apparent exit from your current location, be sure to explore above and below you.

ON SOME MISSIONS YOU WILL NEED TO PROTECT YOUR ALLIES.
For instance, when you are working with Jan, her survival will be critical to completing most missions. If you protect certain allies in the game, they may be able to help you.

JEDI ARENA TIPS

KEEP MOVING.
Staying put invites death. Besides, no one likes a "camper."

KNOW THE MAPS.
A player with a deep understanding of the maps will dominate the other players.

ADJUST YOUR PLAYING STYLE AND FORCE POWERS TO THE GAME
type and maps you're playing. The way you play Free-for-All should differ slightly from how you play the team-based Capture the Flag.

BECOME AN EXPERT IN LIGHTSABER COMBAT.
Use the Duel gameplay mode in Jedi Arena to hone your skill with the lightsaber.

THE BOTS AT THE BEGINNING OF THE GAME
are fairly easy to defeat. As you progress through the single-player game, you will unlock harder and harder bots.

JEDI ARENA GAMES

Jedi Arena allows one or two players to compete against each other either alone or with up to 14 AI characters across any of the Arena maps. Select the Jedi Arena option in the Main menu using the ↑ and ↓ on the directional pad, and then press the A button. Once you enter the Jedi Arena, you'll be given several different game options.

Jedi Arena Screen
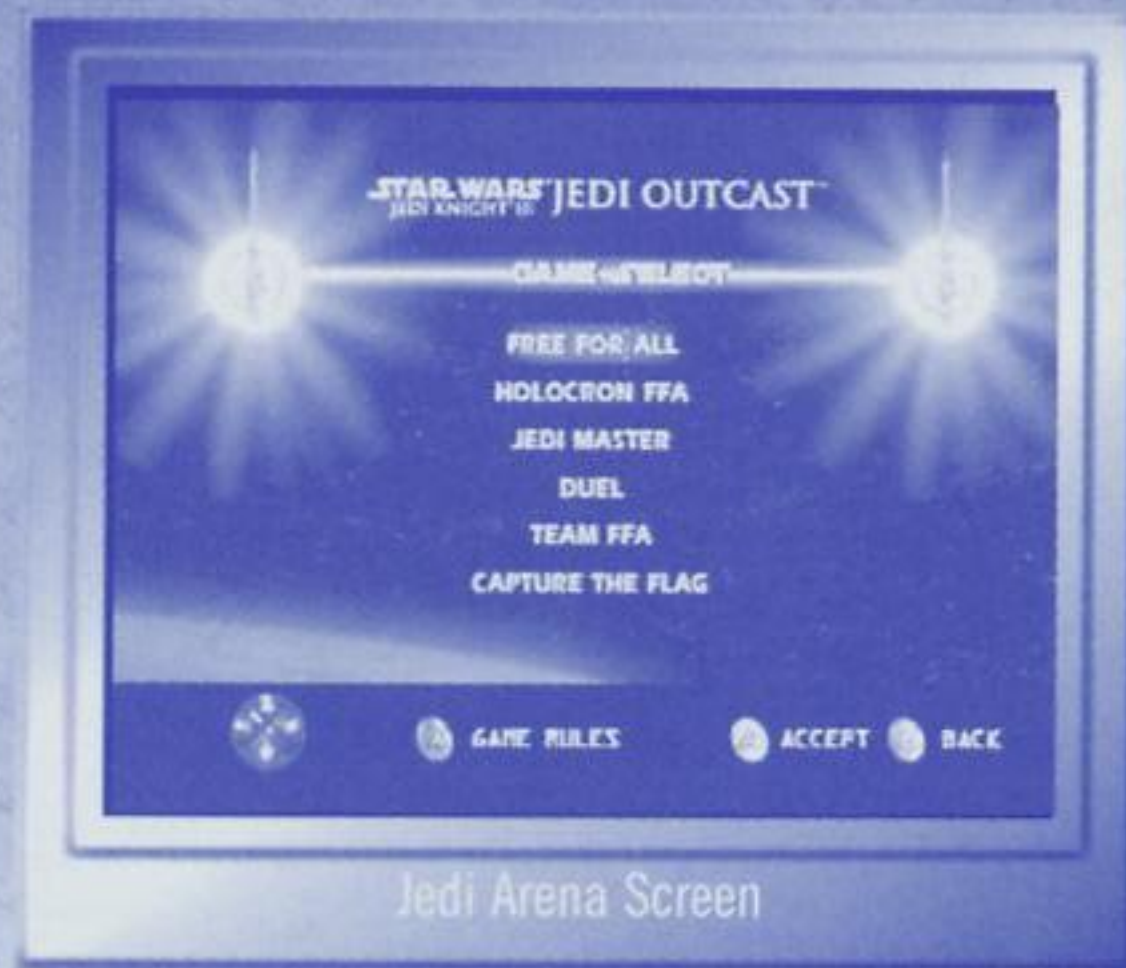
FREE-FOR-ALL

This game is best summarized as every person for himself. All weapons and equipment are acquired in the field and each player starts with a lightsaber and a blaster pistol, unless otherwise specified.

HOLOCRON FFA (FREE-FOR-ALL)

This game is similar to Free-for-All with one exception: players start with no Force powers whatsoever. Scattered throughout the map are a number of ancient Holocrons (Force cubes), which represent the various Force abilities. Any player can pick up the Holocrons and each one provides the full three ranks of its represented Force power.

JEDI MASTER

A lightsaber is placed at a single point on the map. All players start and respawn with standard default weapons (no lightsaber) and must obtain additional weaponry in the field. While players may eliminate one another at any time, no player can score any points until one player picks up the lightsaber. Once a player grabs the lightsaber, he/she becomes the Jedi Master, immediately imbued with Rank 3 in every Force power and can use only the lightsaber as a weapon.

DUEL

However many players are in the Arena, only two can actively fight at any given time. The rest of the players must wait their turns. When one of the players is

eliminated, the loser is put at the end of the observer queue, and the next person in line is brought in to fight the winner. The winner continues to compete against new opponents, scoring points until the winner is eliminated.

TEAM FFA (FREE-FOR-ALL)

This game pits two Jedi teams against each other. All weapons and equipment are acquired in the field and each player starts with a lightsaber and blaster pistol.

CAPTURE THE FLAG

Two teams compete to capture each other's flag and return it to their home base. Any member of a team can enter enemy territory and pick up the opposing team's flag from their base. When the flag is stolen, all players on the map are alerted to the event and the flag carrier must escape and return with the flag to his/her team's own base to score.

GAME RULES AND CUSTOMIZING PLAYER

After selecting the type of game, you will enter the Map Select screen where you can choose your Arena. Scroll through the available maps using the ↑ and ↓ on the directional pad. Press the A button to select a map. You will enter the Game Rules screen. Here, you can make several selections.

Time Limit

Set if there is to be a time limit and if so, how long (from 5 to 30 minutes). The player with the highest number of kills when the time limit expires is victorious.

Kill Limit

Turn the limit off or on. If it is on, select the number of kills. The first player (or team in Team FFA) to reach the kill limit wins.

Capture Limit (Capture the Flag Only)

First team to reach the flag capture limit (by capturing and returning a flag to its base) wins.

Friendly Fire (Team Games Only)

Determines whether you can damage teammates or not.

Within these Jedi Arena games, there are a number of options available to you, such as:

Lightsaber Only

Lightsabers are the only weapons available in the game.

Weapons Only

Removes the lightsaber from play, replacing it with the stun baton.

Disable Force

Players cannot use Force powers in the game.

Automatic Bot Select

Allows the game to randomly choose the Bots which enter the game, and at which Force mastery level. In team games, choose how many random Bots are added to each.

Bot Options

To choose which specific Bots enter a game, go to the Bot Options screen and select the Bots of your choice.

Once you accept the game rules, press the A button to accept. From the Player Setup screen, press the A button again. You will enter the Player Customization menu. Here, you can select different characters, choose team/lightsaber colors, and determine the level of Force mastery, which will affect how many points you have to choose for your Force powers on the Force Level Power Selection screen. There are five available options that determine how many points you receive.

None:	0 points	**Jedi Knight:**	75 points
Padawan:	10 points	**Jedi Master:**	100 points
Jedi:	20 points		

◀ FORCE LEVEL POWER SELECTION SCREEN ▶

Depending on the Force mastery level you selected, you will have received a specific number of points that you can use in exchange for the Force powers you will have access to in the Arena. Force templates will give you specific powers in different areas. See the Force Powers section on the next page. Press the A button to accept the Force powers, then Press the A button again to confirm all selections and begin your game.

FORCE SIDE

Select the side of the Force you will be on, light or dark. This affects which Force powers you have available.

FORCE POWERS

Choose which type of class or type of Jedi you want to be. Selecting different classes specifies different sets of Jedi Force powers. On the light side, you have the following selections: Defender, Healer, Knight, Scout and Swashbuckler. For the dark side, you can select from Blademaster, Destroyer, Manipulator, Dark Sentinel and Support. These templates represent different types of Jedi and their abilities in unique areas. Make sure to try all of them in order to determine which suits your fighting abilities and style the best. Both sides have a Custom choice available which allows you to set your own Force powers. You can also take away Force powers and add new ones in other categories by using the directional pad.

Force Level Power Selection Screen

BROWSE POWERS

This category lists Force powers and all their levels. Use points by selecting the Force power and pressing ➡ on the directional pad to put points into a Force power. Press again to go up another level. The numbers represent points required to add the power. As you select more powers, points will be subtracted from your total (listed below the Browse Powers section). If you want to deselect a Force power, press ⬅ on the directional pad. Points will be added to your total. You can scroll through the different selections using the directional pad.

NOTE: When you select a specific type/class in the Force Powers selection above, the powers available to you are set. However, if you have points left over, you can add more powers.

SPLIT-SCREEN JEDI ARENA GAMES

If two Xbox controllers are inserted into the controller ports of the Xbox console, you can play an Arena split-screen game. Player 1 will be on the upper part of the screen while Player 2 will be on the lower part. For team-based Jedi Arena games, players can choose to play either on opposite teams, or on the same team.

Jedi Arena Game

Current Rankings Screen

SCOREBOARD

Press the BACK button at any time during a Jedi Arena game and it will bring up the Current Rankings screen. This displays the score and rank of the match.

JEDI ARENA MENU/OPTION

During a Jedi Arena game, press the START button to bring up this menu with the following options:

Select New Map: Choose a new arena by using the directional pad to scroll through the different maps.

Sound Options: Takes player to the Sound Option screen.

Controller Setup: Enters the Controller Setup screen where player can configure the controls.

Advanced Controls: Takes player to the Advanced Controls menu.

Exit Game: Exits the current game and reenters the Main menu.

Resume: Continue the game from where the player paused.

BOT PERSONALITIES

Bots (computer-controlled characters) have different personalities and will use the Force powers and weapons that make sense at a given time. Although a favored weapon and Force power are listed, it does not mean the Bot will always use that weapon or ability. Bots that are aligned with other Bots have the propensity to avoid attacking their allies and will try to avenge them if they are defeated.

THE LIGHT SIDE

Luke Skywalker
- Very Fast Reaction Time
- Very High Accuracy
- Very High Agility
- Has Force Powers
- *Favored Force Power:* Force Heal
- *Favored Weapon:* Lightsaber
- *Aligned With:* Lando Calrissian, Jedi, Jedi Trainer

Kyle Katarn
- Fast Reaction Time
- High Accuracy
- Very High Agility
- Has Force Powers
- *Favored Force Power:* Force Protect
- *Favored Weapon:* Lightsaber
- *Aligned With:* Jan, Mon Mothma, Morgan

Jedi Trainer
- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers
- *Favored Force Power:* Force Absorb
- *Favored Weapon:* Lightsaber
- *Aligned With:* Luke, Jedi

Morgan
- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers
- *Favored Force Power:* Force Absorb
- *Favored Weapon:* Lightsaber
- *Aligned With:* Kyle

Jedi
- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers
- *Favored Force Power:* Force Heal

Luke *(right column)*
- *Favored Weapon:* Lightsaber
- *Aligned With:* Luke, Jedi Trainer

Jan Ors
- Fast Reaction Time
- Average Accuracy
- Average Agility
- Has Force Powers
- *Favored Force Power:* Force Heal
- *Favored Weapon:* Rocket Launcher
- *Aligned With:* Kyle, Mon Mothma

Mon Mothma
- Fast Reaction Time
- Average Accuracy
- Average Agility
- Has Force Powers
- *Favored Force Power:* Force Absorb
- *Favored Weapon:* Disruptor
- *Aligned With:* Kyle, Jan

Prisoner
- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- *Favored Force Power:* Force Protect
- *Favored Weapon:* Repeater

Bespin Officer
- Average Reaction Time
- Below Average Accuracy
- Below Average Agility
- Has Force Powers
- *Favored Force Power:* Force Absorb
- *Favored Weapon:* Flechette

Rebel
- Average Reaction Time
- Below Average Accuracy
- Below Average Agility
- Has Force Powers
- *Favored Force Power:* Force Absorb
- *Favored Weapon:* Repeater

Ree-Yees
- Average Reaction Time
- Poor Accuracy
- Below Average Agility
- Has Force Powers
- *Favored Force Power:* Force Heal
- *Favored Weapon:* Thermal Detonator

Lando Calrissian
- Very Fast Reaction Time
- Incredible Accuracy
- Very High Agility
- No Force Powers
- *Favored Force Power:* None
- *Favored Weapon:* Rocket Launcher
- *Aligned With:* Luke

Ugnaught
- Slow Reaction Time
- Abysmal Accuracy
- Poor Agility
- No Force Powers
- *Favored Force Power:* None
- *Favored Weapon:* Blaster Rifle

THE DARK SIDE

Desann
- Very Fast Reaction Time
- Very High Accuracy
- Very High Agility
- Has Force Powers
- *Favored Force Power:* Force Lightning
- *Favored Weapon:* Lightsaber
- *Aligned With:* Tavion

Tavion
- Fast Reaction Time
- High Accuracy
- High Agility
- Has Force Powers
- *Favored Force Power:* Force Grip
- *Favored Weapon:* Lightsaber
- *Aligned With:* Desann

Shadowtrooper
- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers
- *Favored Force Power:* Force Drain
- *Favored Weapon:* Lightsaber
- *Aligned With:* Reborn, Galak

Reborn
- Fast Reaction Time
- Average Accuracy
- High Agility
- Has Force Powers
- *Favored Force Power:* Force Drain
- *Favored Weapon:* Lightsaber
- *Aligned With:* Shadowtrooper, Galak

Galak Fyarr
- Fast Reaction Time
- Average Accuracy
- Average Agility
- Has Force Powers
- *Favored Force Power:* Force Drain
- *Favored Weapon:* Rocket Launcher
- *Aligned With:* Shadowtrooper, Reborn

Reelo
- Fast Reaction Time
- High Accuracy
- Average Agility
- Has Force Powers
- *Favored Force Power:* Force Grip
- *Favored Weapon:* Repeater

Chiss
- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- *Favored Force Power:* Force Lightning
- *Favored Weapon:* Disruptor

Krussk
- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- *Favored Force Power:* Force Drain
- *Favored Weapon:* Repeater

Ak-Buz
- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- *Favored Force Power:* Force Drain
- *Favored Weapon:* Bowcaster

Beedo
- Average Reaction Time
- Below Average Accuracy
- Average Agility
- Has Force Powers
- *Favored Force Power:* Force Grip
- *Favored Weapon:* Disruptor

Lieutenant Cabbel
- Average Reaction Time
- Poor Accuracy
- Below Average Agility
- Has Force Powers
- *Favored Force Power:* Force Drain
- *Favored Weapon:* Repeater

IW-323
- Average Reaction Time
- Poor Accuracy
- Below Average Agility
- Has Force Powers
- *Favored Force Power:* Force Grip
- *Favored Weapon:* Repeater

SP-597
- Average Reaction Time
- Poor Accuracy
- Below Average Agility
- Has Force Powers
- *Favored Force Power:* Force Rage
- *Favored Weapon:* Repeater

SW-967
- Average Reaction Time
- Poor Accuracy
- Below Average Agility
- Has Force Powers
- *Favored Force Power:* Force Grip
- *Favored Weapon:* Flechette

TK-421
- Slow Reaction Time
- Abysmal Accuracy
- Poor Agility
- No Force Powers
- *Favored Weapon:* Blaster Rifle

JEDI ARENA-ONLY FORCE POWERS

There are a few Force powers available to you in Jedi Outcast's Jedi Arena mode game that aren't available to Kyle Katarn in the single-player game. They are shown below.

DARK RAGE

This dark side power sends your character into a timed frenzy of speed, but the character must recover after the Rage wears off. When Dark Rage is active, you fire and move faster, and take minimal damage. However, your health will steadily diminish and you cannot pick up any more. When your health reaches 1 or it wears off, you enter into a recovery state where you fire and move slower for a short time.

FORCE SEEING

This neutral Force power allows the Jedi to see all enemies clearly. By surrounding other players with an easy-to-see glowing aura, a character using Force Seeing can see other players through walls, counteract the Jedi Mind Trick, and even dodge sniper shots.

FORCE DRAIN

This dark side Force power allows the Jedi to drain Force power from targeted enemies and use it to replenish health. Depending on the Force Rank you have assigned to it, Force Drain will launch a single energy bolt that fires forward; an unaimed, continuous attack; or a sustained fan attack that can drain from multiple targets.

FORCE PROTECT

When activated, this light side Force power transforms physical damage into Force damage. Any physical attack dealt to your character is deducted from the Force Meter rather than from the Health Meter. The amount of physical damage translated into Force damage will depend on the Force Rank that you set for this power.

FORCE ABSORB

When activated, this light side Force power will take damage from any enemy Force ability and turn that energy into Force power for you. This power does not translate physical attacks into Force power, but it will absorb attacks originating from an offensive Force power and replenish your Force Meter.

FORCE TEAM HEAL

This team-play Force power is essentially the same as the standard Force Heal, but you can restore a certain amount of health to allies within a certain radius (dependent on this power's Force rank).

FORCE TEAM ENERGIZE

The other team-play Force power, this power allows the Jedi to restore a certain amount of Force energy to his/her allies within a certain radius (dependent on this power's Force rank).

JEDI ARENA-ONLY ITEMS

Like some of the Force powers, there are some items available in **Jedi Outcast's** Jedi Arena game not available in the single-player mode. They are as follows:

YSALAMIRI

This small salamanderlike creature has the unique ability to push back the Force. When carried by the player, the ysalamiri makes the possessor immune to the affects of Force powers used against him/her. The ysalamiri also prevents the possessor from using Force powers.

FORCE BOON

Use Force powers at will without draining any Force energy. The Force Boon item gives the player an unlimited Force pool for a short time.

FORCE ENLIGHTENMENT

This item comes in a light side and dark side variety, and each can only be picked up by the appropriate light or dark side player. It temporarily grants full ranks in either all light or all dark side Force powers, as well as all neutral powers and lightsaber abilities.

CREDITS

XBOX TEAM

VICARIOUS VISIONS
President
Guha Bala

CEO/Chief Creative Officer
Karthik Bala

VP Product Development
Tobi Saulnier

Project Manager
Jaz Sherlock

Lead Programmer
Dave Calvin

Programmers
Chris McEvoy
Jitendra Kumar
Greg Medoff
Brian Osman

Programming/Design/Level Editing
Henry Letteron

Designer
Bret Dunham

Art
Andy Loimerson
Jonathan Hermann

Audio
Todd Masten

Additional Programming
Matt McCloskey/Improv Technologies
This product contains copyrighted material owned or distributed under Authority by Intrinsic Graphics, Inc. Copyright © 1999-2002, Intrinsic Graphics, Inc. All Rights Reserved.
Uses Bink Video. Copyright © 1997-2002 by RAD Game Tools, Inc.

RAVEN SOFTWARE
Additional Design
Chris Foster
Stuart Wiegert

Additional Programming
James Monroe
Ste Cork

ACTIVISON
Producer
Graham Fuchs

Associate Producer
Sam Nouriani

Production Coordinator
Brelan Duff

Executive Producer
Laird Malamed

QUALITY ASSURANCE
Project Lead
Jon Virtes

Senior QA Project Lead
Matt McClure

Manager, Xbox Testing
Marilena Rixford

Floor Lead
Thom Denick

Testers
Reid Hurley
Kane Burch
Richard Hyde
Scott Carroll
Adam Carpenter
Christopher Bullard
Jason Newitt
Bastian Nakane
Nathaniel McClure
Max Martin

Michael Jackson
Lawrence Wong
Jakno Patterson
Frank Mosca
Cory Rice

LUCASARTS
Astromech Attendant
P. J. Hirschmann

Associate Producer
Dan Pettit

Marketing
Logan Parr

Public Relations
Alexis Mervin
Heather Twist Phillips
Tom Sarris

International Production
Darren Hedges
Bryan Davis

International Marketing/PR
Kathy Apostoli-Greene

Production Coordinator
Peggy Stok

Business Affairs
Mark Barbolak

Manual Writing
Peter Tieryas Lim
Mollie Boero
Logan Parr
Brett Rector

Manual Design
Cassia Dominguez
Patty Hill

Quality Assurance
Chuck McFadden
Michael Blair
Toby Mast
Dave "rogue" Silverstein

Special Thanks
Dwayne Douglass
Michael Frost
Adam Lee
Arco Ferguson
Chris Gueterman
Garik Loran
Gary Weissenbacher
Dirk Weissenbacher
Daniel Hagmeijer
Kurtis Smith
Jonathan Grubb
Cameron Ellis
Omar Torres
Joe Thiel

Super Special Thanks
Brett Tosti

ORIGINAL PROJECT

RAVEN SOFTWARE
Project Leads
Steve Raffel
Kevin Schilder

Raven Studio Head
Brian Raffel

Director of Product Development
Michael Crowns

Lead Programmer
James Monroe

Programmers
Bob Love
Michael Chang Gummelt
Jeff Dischler
Dan Vondrak
Ste Cork

Multiplayer Lead
Pat Lipo

Multiplayer Programmer
Rich Whitehouse

Lead Designer
Chris Foster

Game Concepts
Eric Biessman

Level Designers
Michael Raymond-Judy
Tom Odell
Mike Schulenberg
Stuart Wiegert
Kevin Pochron (Multiplayer)

Lead Artist
Les Dorscheid

Artists
Mark Nelson
Jeff Moy
Andrew Trabbold
Kim Lathrop
Cory Carani
Fred Hooper
Bobby Duncansoon

Lead Animator
Brian Shubat

Animators
Eric Tefman
Culligan Roberts

Additional Animation
Robert Gee
Jarrod Showers
Michael Egnew
Mike Werckle

Animation Special Thanks
Nathan Theis

Additional Art
Jeff Butler
Todd Rueping

Additional Level Design
Jim Hughes
Chad Bordwell
Mike Renner

Additional Programming
Gil Gribb
Rick Johnson
Marcus Whitlock

Programming Special Thanks
Jake Simpson
Dave Blumenthal

Project Administrator
Kenn Hoekstra

Administrative Assistant
Annette Vee Bushaw

Plot and Story
Raven Software and LucasArts

LUCASARTS
Producer
Brett Tosti

Associate Producer
Dan Pettit

Sound Design
Julian Kwasneski

Music Editing
Clint Bajakian

Voice Director/Producer
Darragh O'Farrell

Original Star Wars Sound Effects
Ben Burtt

Senior Lead Tester
Chuck McFadden

Assistant Lead Tester
Chane Hollander

Tester
Andy Alamano

Scriptwriter
Michael Stemmle

Lead Voice Editor
Will Beckman

Compatibility Supervisor
Lynn Taylor

Compatibility Technicians
Dan Martinez
G. W. Childs
Jim Davison
John von Eichhorn
John Carsey

Lead Network Compatibility Technician
Darryl Cobb

Quality Services Manager
Paul Purdy

Quality Assurance Supervisor
Chip Hinnenberg

Product Support Supervisor
Jay Geraci

Director of Product Marketing
Tom Byron

Marketing Coordinator
Karina Hallum

Junior Content Supervisor
Justin Lambros

Manual Writers
Geoff Keighley
Chuck McFadden

Manual Editor
Mollie Boero

Manual Design
Patty Hill

Package Design
Pyro Brand Development

Internet Marketing
Jim Passalacqua
Tony Deweese
Cassia Dominguez

ACTIVISION
Production
Producer
Graham Fuchs

Executive Producer
Laird M. Malamed

Production Testers
Brelan Duff
Tim Ogle

Quality Assurance
Project Lead
Glenn Vistante

Floor Lead
Evan Button

Senior QA Project Lead
Juan Valdes

Manager, PC Testing
Sam Nouriani

Computer-Rendered Animation
Great Studios
Uses Miles Sound System. Copyright © 1991-2001 by RAD Game Tools, Inc.
This product contains software technology licensed from Id Software, Inc. Id Technology 1999-2002 Id Software, Inc. All Rights Reserved.

Voice Cast
Kyle, Stormtrooper Officer 1
Jeff Bennett

Lando
Billy Dee Williams

Desann
Mark Klastorin

Jan
Vanessa Marshall

Tavion
Kath Soucie

Bartender, Imperial Worker 3
Nick Jameson

Bespin Cop 1, Shadow Trooper 1, Stormtrooper 2
Greg Berger

Bespin Cop 2, Civilian Male, Imperial Officer 2, Rebel Shock Troop 3
Charles Martinet

Galak, Reborn 1
Steve Blume

Gran 1, Rogue Leader
Jess Harnell

Gran 2, Reelo
Kevin Michael Richardson

Imperial Officer 1, Imperial Worker 2
Guy Siner

Imperial Worker 1, Rebel Shock Troop 1
Roger L. Jackson

Jedi 1, Prisoner 1, Protocol Droid
Dominic Armato

Jedi 2
Milton James

Luke
Bob Bergen

Mon Mothma
Carolyn Seymour

Morgan
Jacob Witkin

Prisoner 2
David Beron

Prisoner 3, Rebel Shock Troop 2
Michael Sorich

Reborn 2, Rodian 1, Shadow Trooper 2, Stormtrooper 3
Tom Kane

Reborn 3
Aron Kincaid

Rodian 2, Stormtrooper Officer 2
Michael Gough

Stormtrooper 1
Fred Coffin

Voices Recorded at ScreenMusic Studios, Studio City, CA

Motion Capture by House of Moves, Culver City, CA

Very Special Thanks
George Lucas

MUSIC CREDITS
"IMPERIAL ATTACK"
(John Williams)
©1977 WARNER-TAMERLANE PUBLISHING CORP. (BMI) & BANTHA MUSIC (BMI)
ALL RIGHTS ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP. (BMI)
ALL RIGHTS RESERVED. USED BY PERMISSION.

"THE EMPEROR"
(John Williams)
©1983 WARNER-TAMERLANE PUBLISHING CORP. (BMI) & BANTHA MUSIC (BMI)
ALL RIGHTS ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP. (BMI)
ALL RIGHTS RESERVED. USED BY PERMISSION.

"IMPERIAL ATTACK"
(John Williams)
©1993 WARNER-TAMERLANE PUBLISHING CORP. (BMI) & BANTHA MUSIC (BMI)
ALL RIGHTS ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP. (BMI)
ALL RIGHTS RESERVED. USED BY PERMISSION.

"THE LITTLE PEOPLE WORK"
(John Williams)
©1993 WARNER-TAMERLANE PUBLISHING CORP. (BMI) & BANTHA MUSIC (BMI)
ALL RIGHTS ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP. (BMI)
ALL RIGHTS RESERVED. USED BY PERMISSION.

LucasArts has a variety of services to provide you with information about our latest games, hint and gameplay assistance, and technical support.

HINT LINE

U. S.

If you need a hint, you may call our automated Hint Line. This service costs 95 cents per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-740-JEDI (1-900-740-5334)**. The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m. (Pacific Standard Time). Monday-Friday. (*Average call length is three minutes.*)

Canada

Our Hint Line is also available to our Canadian customers. This service costs $1.25 (U.S.) per minute, requires a touch tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is **1-900-677-JEDI (1-900-677-5334)**. Hint line operators are available during regular business hours, 8:30 a.m. to 5:00 p.m., Monday–Friday (Pacific Standard Time). (*Average call length is three minutes.*)

Where To Find Us Online

Visit the LucasArts Technical Support Web site at **support.lucasarts.com**. From there, you can receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

Yoda's Help Desk

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at **support.lucasarts.com**.

Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you can send an e-mail message to an online representative.

TECHNICAL SUPPORT PHONE NUMBER

This number is for technical assistance only. Hints will not be given out over the Technical Support line.

You can reach our Technical Support department by calling **1-415-507-4545**. We are available Monday-Thursday 8:45 a.m.-5:30 p.m. and on Friday 8:45 a.m.-4:30 p.m. (Pacific Standard Time). We are closed daily 11:45 a.m.-1:00 p.m.

TECHNICAL SUPPORT FAX

For your convenience, we also offer the option of faxing us with your technical questions at: **1-415-507-0300**. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts Entertainment Company LLC
P.O. Box 10307
San Rafael, CA 94912
Attn.: Product Support

LUCASARTS COMPANY STORE

Safe, quick, convenient shopping is just a click away. Visit our secure online store at **store.lucasarts.com** for great deals on games and unique items you won't find anywhere else—hats, T-shirts and so much more. Place your order online or call us toll-free at **1-888-LEC-GAMES**. (*Technical support is not available on this line.*)

STAR WARS JEDI KNIGHT II: JEDI OUTCAST

SOFTWARE LICENSE/LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR USING THE SOFTWARE. BY USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE, DELETE THE SOFTWARE AND ALL RELATED FILES, AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND OR EXCHANGE SUBJECT TO THE RETURN POLICY OF THE RETAILER.

The computer software, artwork, music, and other components included in this product (collectively referred to as the "Software") are the copyrighted property of LucasArts Entertainment Company LLC and its licensors (collectively referred to as "LEC"). The Software is licensed (not sold) to you, and LEC owns all copyright, trade secret, patent and other proprietary rights in the Software. You may use the Software only in connection with a Microsoft Xbox video game system. You may not: (1) copy (other than once for back-up purposes), distribute, rent, lease or sublicense all or any portion of the Software; (2) modify or prepare derivative works of the Software; (3) transmit the Software over a network, by telephone, or electronically using any means, except in the course of your network multiplayer play of the Software over authorized networks; (4) engage in matchmaking for multiplayer play over unauthorized networks; (5) design or distribute unauthorized levels; or (6) reverse engineer, decompile or disassemble the Software. You may transfer the Software, but only if the recipient agrees to accept the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation and erase any copies residing on the game console and/or computer equipment. Your license is automatically terminated if you transfer the Software.

LEC warrants to the original consumer purchaser that the media furnished in this product will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this product proves to be defective, and provided that the original consumer purchaser returns the media to LEC in accordance with the instructions in this paragraph, LEC will replace the defective media: (a) free of charge to the consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, and (b) for a fee of $15.00 per Compact Disc, if the media proves to be defective after the expiration of the ninety (90) day warranty period. To obtain a replacement CD, please return the CD only, postage prepaid, to LucasArts Entertainment Company LLC, P.O. Box 10307, San Rafael, CA 94912, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for $15.00 per CD made payable to LucasArts Entertainment Company LLC if after expiration of the warranty period. LEC will mail a replacement to you.

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LEC EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LEC DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU AND YOU (AND NOT

LEC) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE SHALL LEC, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LEC OR AN LEC AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LEC ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE.

WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

Any claim or controversy arising out of or related to this Software License and Limited Warranty, or the Software shall be settled by expedited binding arbitration in accordance with the rules of the American Arbitration Association. Such arbitration shall take place in Marin County, California and you hereby consent to such venue. Any such claim or controversy shall be arbitrated solely on an individual basis and shall not be consolidated with a claim of any other party. The Arbitrator may not change the terms of this Software License and Limited Warranty and may not award any injunctive or other equitable relief. The foregoing shall not preclude LEC from seeking any injunctive relief for protection of LEC's intellectual property rights.

If the Software is acquired under agreement with the U.S. government or any contractor therewith, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of, and the Human Figure Design Logo is a trademark of, Lucasfilm Ltd.

This is a work of fiction. All of the characters and events portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LucasArts Entertainment Company LLC
P.O. Box 10307
San Rafael, CA 94912

PROOF OF PURCHASE

Star Wars Jedi Knight II:
Jedi Outcast
0-23272-95475-8